Jan Malitschek

Programmer & Techincal Artist

Contact
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Socials
Twitter
GitHub

Skills
Highly proficient in Unity3D, Blender

Very proficient with C#
Intermediate C++ experience

Fair amount of GLSL,HLSL and ShaderLab experience including Compute Shaders

Fair amount of HTML, CSS, JS experience including building desktop apps with Electron

Fair amount of experience in regards to 3D modelling, character modelling, texturing and character animation

SFX creation
Soundtrack composition

Personal Statement

I am a passionate and resourceful indie game developer from Germany focussing mainly on anything programming related like gameplay programming, tool development, technical art and shader magic. I like things to be very visual. I believe that seeing something visualized or even interactive is the key to making it intuitive and easy to understand. If a certain feature is bothering me it's time to create a workaround or simply something to do the same thing, but better! I've been dabbling in game design for about 11 years now with loads of proficiency in Unity3D, Blender, C# and graphics programming. I ultimatley love being around and working with likeminded folks towards a common goal.

Experience

Microsoft HoloLens Digital Twin for the Embedded World Fair

2018

Creation of a digital twin of a Festo flow simulation model using Blender and Unity3D and porting it onto the Microsoft HoloLens in collaboration with the Ruhr Universität Bochum and Avnet Silica. It was a great opportunity to get some hands-on-experience with cutting-edge tech such as the HoloLens.

Projects

BETON BRUTAL – A calming first-person platformer

2022-2023

BETON BRUTAL is set in a massive overgrown concrete tower inspired by brutalist architecture. It challenges the player to climb all the way to the top without any checkpoints – so falling entails a potentially huge loss of progress. Getting the visuals right for the environment was a huge challenge especially where foliage and water is concerned.
The game isn't released yet.

Primordial Pain – A psychedelic arena shooter

2022

Primordial Pain is a super difficult arena shooter inspired by the likes of Devil Daggers and Hyper Demon. It revolves around a unique core mechanic where the players health is inversly linked to their damage output, creating an intense game of balancing while trying to survive for longer and maxing out the score.

Awards
Endorsement from Microsoft Corporation & Avnet Silica

This was my first time creating a leaderboard and replay system using the SteamAPI.
Game Page:
https://store.steampowered.com/app/2181000/Primordial_Pain/

Grid Placer – A level design tool for Unity3D
2021-2023
Grid Placer stems from the fact that creating modular grid-based maps by hand is a huge pain and consumes a lot of time, which became very apparent during the development of The Heilwald Loophole. This tool tries to alleviate that by making it super easy to place prefabs on a customizable grid.
GitHub: https://github.com/JanMalitschek/Grid-Placer

The Heilwald Loophole – A hospital caught in a timeloop
2020-2021
The Heilwald Loophole is my most successful game release to date. It tries to put a spin on the classic survival horror trope of being chased around by crazy doctors by adding a branching and looping narrative into the mix, as well as a cast of charming but disturbing characters. It is certainly my best attempt at implementing a proper narrative into a game especially since I had a lot of help from the talented Quinn K.
Game Page:
https://store.steampowered.com/app/1697720/The_Heilwald_Loophole/

JPEG/MP4 Compression – Unity3D postprocess
2020
This realtime postprocessing effect emulates the compression artifacts produced by JPEG and MP4 compression algorithms. It makes heavy use of compute shaders to ensure good performance. The effect is also highly customizable in the editor.
GitHub: https://github.com/JanMalitschek/JPEG-MP4-Compression-PostProcessing-Effect-for-Unity3D

The Anything Gallery – PROCJAM 2020
2020
The Anything Gallery is essentially a glorified frontend for Google Images. It was made for the PROCJAM 2020, which is a game jam about making games with procedural mechanics in them. The gallery allows the player to enter an arbitrary search term and then proceeds to pull images from Google using said query. Those images may then be contemplated in a procedural

Languages
German (Native Language)
English (Very fluent)

Interests
Solving intricate problems, Everything Gamedesign related, Playing the Piano, Drawing/Painting, Working/Spending time with passionate, motivated and openminded people, Gaming

art gallery. Game Page: https://jan-malitschek.itch.io/the-anything-gallery

Trials of Argolis – A first-person combat game
2020

Trials of Argolis is my most ambitious solo-project to date. It is a FirstPerson melee combat bossrush game set in ancient greece. The game features a semi open world with different explorable environments and 15 unique boss battles. The entire project was created from scratch in about 6-7 months in 2020 teaching me a lot about character animation and environment art. Game Page: https://store.steampowered.com/app/1453460/Trials_of_Argolis/

In Somnio – Haunted PS1 Demo Disc
2019-2020

In Somnio is my attempt at a dream journal in game form, created for the [Haunted PS1 Demo Disc 2020](#) The Haunted PS1 is a relatively large community of passionate game developers with the shared goal of creating spooky games using the nostalgic aesthetic of the PSX. The community was founded by [Breogan Hackett](#) in 2017. It has sparked multiple collaborative projects since then with the Demo Disc being the first major one followed by [EEK3](#) which was our replacement for E3, which unfortunately had to be cancelled in 2020. In Somnio itself features 5 different dreams in total which don't have anything specific in common apart from being quite short. This was the first game where I was able to achieve proper PSX looking graphics combining custom shaders and post processing. Apart from that I utilized vertex colors for the first time, which of course were extremely popular during the PSX era, however back when I made the game I did not realize how widely they're still being used today. Game Page: https://jan-malitschek.itch.io/in-somnio

Lost in the Backrooms – Haunted PS1 Summer Spooks
2019

Lost in the Backrooms is my personal interpretation of the Backrooms urban legend that was quite popular back in 2019. The game revolves around the player exploring the bleak and lonely, or maybe not so lonely, environment that is the backrooms. The game is entirely procedural allowing the player to continue walking the Backrooms forever, only being restricted by story progression. The project was created for the Haunted PS1 Summer Spooks gamejam in collaboration with Greg Elperin and Jeff Kekenj who helped me with writing and were both immense helps figuring out ideas. Game Page: [https://jan-](#)

malitschek.itch.io/lost-in-the-backrooms

The Crawford Family – Haunted PS1 Halloween Jam
2018
The Crawford family is a Third-Person horror bossrush inspired by classic slasher movies. It allows the player to explore the Crawford farm in the middle of nowhere while having to deal with it's relentless inhabitants constantly trying to chase them down. To progress and ultimately defeat the three Crawford family members the player has to solve puzzles under pressure while being persued. Failing leads to an instant and gory death. The project was created for the Haunted PS1 Halloween Jam
Game Page: https://jan-malitschek.itch.io/the-crawford-family

The Silent House – First ever public game
2016-2017
This was my first public entry into the indie dev community. Way too ambitious for a first project it definitely still reflects my mentality when it comes to game design, which is to create something as perfect as possible. Of course my skill level was drastically different back then and perfect is always relative but it still remains a great achievement for me. The Silent House is a fairly generic horror game inspired by classics like Outlast and Anmesia: The dark Descent. It is very linear and offers about 45 minutes of playtime which is moslty due to all the different environments the player can explore.
Game Page:
https://gamejolt.com/games/TheSilentHouse/254383